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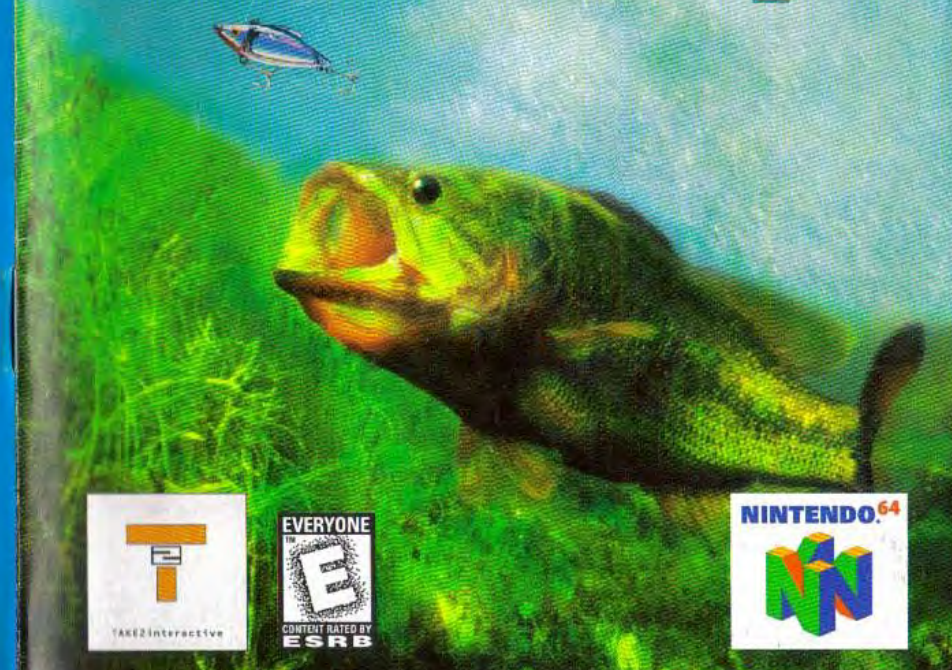
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NUS-NF-11C-USA

# INSTRUCTION BOOKLET



# Bass Hunter 64





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### CONTROL STICK

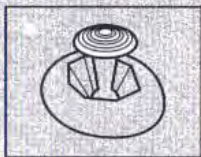
The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral.

This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

### LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your IN-FISHERMAN: BASS HUNTER 64 Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Socket 1.
4. Slide the POWER switch to ON (Important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Rumble Pak accessory. Before using it please read the Rumble Pak instruction booklet carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak.

*An introduction from*

*Al Lindner*

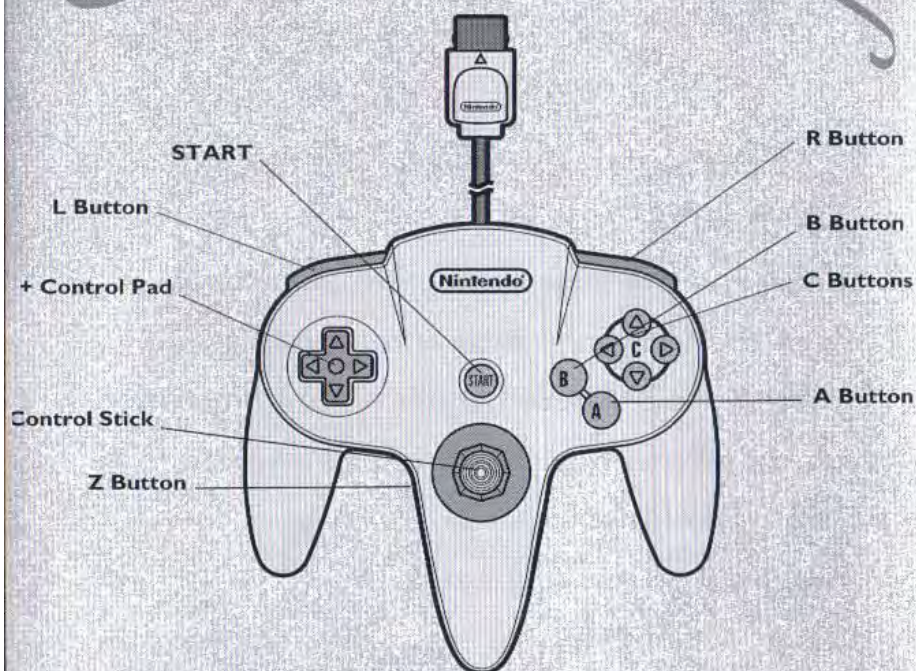
**"Welcome fishing fans!**

*I sure am glad you decided to bring the great sport of bass fishing into your home with In-Fisherman Bass Hunter 64 for your Nintendo 64™. Bass Hunter 64 combines the tried and true experience of In-Fisherman knowledge with groundbreaking gameplay to give you the most realistic fishing experience you'll ever get from the comfort of your sofa. So, let's plug in and cast off!"*





# Default Controls



## FISHING/CASTING CONTROLS:

|               |                                         |
|---------------|-----------------------------------------|
| CONTROL STICK | SET CASTING POWER METER/ROD MOVEMENT    |
| A BUTTON      | CAST/ FAST LINE REEL                    |
| B BUTTON      | SLOW REEL                               |
| Z BUTTON      | POWER SET                               |
| START         | PAUSE OPTIONS                           |
| R BUTTON      | BRING UP MENU ICONS, QUICK RETRIEVE     |
| L BUTTON      | REEL IN LINE, ONE TURN PER BUTTON PRESS |
| C UP          | OVERHAND CAST STYLE                     |
| C DOWN        | SKIP CAST STYLE                         |
| C RIGHT       | SIDE ARM CAST STYLE                     |
| CONTROL PAD   | TROLLING MOTOR                          |

## DRIVING BOAT CONTROLS:

|               |                                  |
|---------------|----------------------------------|
| CONTROL STICK | STEER BOAT                       |
| A BUTTON      | BOAT FORWARD THROTTLE            |
| B BUTTON      | BOAT REVERSE THROTTLE            |
| Z BUTTON      | CUT THROTTLE                     |
| START         | PAUSE OPTIONS                    |
| R BUTTON      | BRING UP MENU ICONS, HELP BUTTON |
| C UP          | SWITCH TO FIRST PERSON VIEW      |
| C DOWN        | SWITCH TO THIRD PERSON VIEW      |

## MENU CONTROLS:

|               |                          |
|---------------|--------------------------|
| START         | PAUSE GAME/PAUSE OPTIONS |
| CONTROL STICK | NAVIGATE MENU OPTIONS    |
| A BUTTON      | SELECT OPTION            |
| B BUTTON      | BACK UP/CANCEL           |
| R BUTTON      | HELP BUTTON              |



## GETTING STARTED

At the title screen, press START to access the Main Menu

## MAIN MENU

New Career- to get started, you'll have to set up your character. Up to three characters can be stored on the Bass Hunter 64 Pak. Select a save slot by pressing the A Button. To delete a Career, press the Z Button and A Button simultaneously. Next, select a male or female character and then enter a name. Now you will select your game mode.



## GAMES MODES

Bass Hunter 64 has three game modes: Championship, Custom Tournament and Fish for Fun.



## CHAMPIONSHIP

Championship mode allows you to compete in a series of pre-planned tournaments, each more difficult than the last, until you can claim the championship title as world's best Bass Hunter! Before you start, you'll view the rules, weather and water conditions for the tournament. Each tournament victory will give you a specific number of purchase points, which you can use to acquire new and better fishing equipment.



To save your progress in Championship or any other game mode, simply press Start and choose the Save option that is available there. Start can also be used to view the Leader Board at any time during a tournament. Here you can see how you are doing in comparison to other fishermen who you are competing against.

| LEADER BOARD             |        |        |
|--------------------------|--------|--------|
| NAME                     | # FISH | WEIGHT |
| OUR NAME                 | 0      | 0.00   |
| PADDY FREEMAN            | 8      | 9.00   |
| RUDY HODKIN              | 8      | 8.00   |
| JOEY LANGRISH            | 8      | 7.00   |
| JOHN BILMAN              | 8      | 6.00   |
| QUIRITCH                 | 8      | 5.00   |
| SLURRY NITE              | 8      | 4.00   |
| JOEY LANGRISH            | 8      | 3.00   |
| BRUCE DUBBIE             | 8      | 2.00   |
| JOJO THOLLE              | 8      | 1.00   |
| DONE TODAY'S RANKING 754 |        |        |



At the end of each tournament, the Leader board will be displayed automatically. If you've done well enough, you will be awarded a specific number of purchase points that you can use to acquire new equipment. You'll have an opportunity to make such purchases at the beginning of each new day of a Championship mode tournament.

## CUSTOM TOURNAMENT & FISH FOR FUN

In Arcade mode, you can choose either "Fish for Fun" or "Custom Tournament" options. Fish for Fun is great for practice or just a leisurely day on the water. In this option you can just set the difficulty level (Beginner, Amateur, Expert) and then fish solo on any available lake or lake section. In Custom Tournament mode, you design and compete in a tournament of your own choosing. When setting up a Custom tournament, you can select which lake to fish (from those your character has already fished on in Championship mode) and all of the rules, weather and lake conditions as described below:

| TOURNAMENT INFORMATION |          |
|------------------------|----------|
| DIFFICULTY             | BEGINNER |
| DAY 1 OF               | 1 DAY    |
| START TIME             | 7:00 AM  |
| END TIME               | 12:00 PM |
| FISH # LIMIT           | 5 FISH   |
| DONE                   |          |

## TOURNAMENT RULES

|                |                              |
|----------------|------------------------------|
| DIFFICULTY     | Beginner, amateur or expert  |
| NUMBER OF DAYS | One to three days in length  |
| START TIME     | 7 AM, 9:30 AM, 12 PM or 3 PM |
| END TIME       | 12 PM, 3 PM, 6 PM or 8 PM    |
| FISH # LIMIT   | Two to five fish             |



## LAKE CONDITIONS

|                  |                                                                                                             |
|------------------|-------------------------------------------------------------------------------------------------------------|
| LAKE             | Lake Arthur or Butler Chain                                                                                 |
| LAKE SECTION     | Hidden River, Dutch Hollow or Shannon Run on Lake Arthur, Lake Butler, Chase or Palmer on the Butler Chain. |
| TIME OF YEAR     | Pre spawn, post spawn, pre summer, summer peak, summer, post summer or fall Weather                         |
| WEATHER          | Fair or foul conditions                                                                                     |
| RECENT WEATHER   | Recently fair or foul conditions                                                                            |
| WATER CONDITIONS | Clear & cool, clear & warm, stained & cool, stained & warm, dark & cool, dark & warm                        |

\* Remember that pressing the R Button will give you help on these topics.

## GAME OPTIONS

- MUSIC VOLUME:** adjust volume of game music
- SFX VOLUME:** adjust volume of game sound effects
- CONTROLLER:** select among two types of control configurations
- DEFAULTS:** press the Z Button to reset Options to default



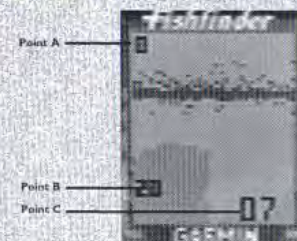
## GAME SCREENS

Hitting the R Button while in Fishing or Driving mode, will bring up the in-game menus. This same button accesses screen specific Help texts when in various menu interfaces.

- ROD ICON:** Use this option to change rods or select a different line weight for the rod you are already using.
- LURE ICON:** Allows you to change your lure selection
- OUTBOARD/ FISHERMAN ICON:** Allows you to drive to another location/switch back to fishing mode
- BASS ICON:** Allows you to view the contents of your live well
- COMPASS ICON:** Accesses the jump map. Here you can choose to switch your fishing location between available lake sections, and examine current lake conditions. Press the C Down Button to zoom in on the current lake map to see subsurface contours and depths more clearly.

## USING THE FISH FINDER

The fish finder allows you to view the underwater landscape and find fish! Point A refers to the water level, this will always be 0. Point B is the maximum depth of the water currently being scanned. Point C refers to the current depth your boat is in. When a fish is near, a small fish icon will appear on the fishfinder. Solid black icons represent bass directly beneath the boat. Hollow icons represent fish off to one side or the other. The larger the icon displayed, the bigger the fish is that it represents.



## CASTING

### TROLLING MOTOR

When you are in fishing mode use the Control Pad to maneuver the boat. This is only possible before casting.

- SIDEARM:** Used with the spinning rod to make shorter, gentler lure presentations.
- OVERHAND:** Select Overhand casting for general purpose, long distance casts.
- SKIP CAST:** This is a spinning rod cast that lets you skip your lures under docks and cover.

To cast, simply pull down on the Control Stick to set your power. Your power is shown on the meter on screen. Once you have the appropriate amount of power, press the A Button to cast. (Note: Controller option B allows for a more fine tune approach to setting cast power.) Reeling in the lure is done by pressing the A Button (reel fast) or B Button (reel slow). Press and release A or B alternately to effect a slower or more erratic retrieve. Use your joystick to steer the lure's direction while in the water. To set the hook, pull back on the joystick or press the Z Button. To cancel your cast and instantly retrieve your lure, press the R Button.





## LURE SELECTION

Different lures attract different fish and in ever-changing conditions, you'll need to experiment with the following lure types and styles. For additional in-game help with lure selection, press the R Button while in the lure selection screen. To select a lure, press the A Button. The Z Button restores the default lure characteristics.

## SPINNER BAITS

These are one of a fisherman's most versatile lures, allowing for many retrieve styles at all depths. The spinner bait's flashing, whirling blades and steady, rhythmic sound can always be relied on to entice at least a few bass into striking, no matter what the season or weather conditions. Fish them quickly over weeds and rock flats to attract aggressive bass, or slow down your retrieve near docks and stumps, allowing the bait to sink and flutter slowly in a stop and start motion to entice inactive fish. Larger, flashier spinners are more effective in stained water, during cloudy days while smaller, duller colored lures work better in clear water on bright days. Add pork or plastic trailers to cause spinners to sink more slowly and to increase overall size. These trailers can also cause a fish to hold on to a lure longer than normal, allowing anglers more time to set the hook.

## BUZZ BAITS

Buzzers are specialty spinners designed exclusively for aggressive bass. They must be retrieved quickly so that they ride on the surface, where their loud clatter and churning, bubbling action can draw hungry bass from a considerable distance. Fish buzz baits over submerged weed flats and shallow to mid depth cover. They are most effective from late spring through summer when bass are generally more active.

## TOP WATER LURES

These lures are most often fished in shallow to mid depth and work best when water has warmed in late spring all the way to the autumn cool down. There are several top water patterns, which provide for a variety of fishing styles and presentation options. Generally speaking, top waters are most effective during low light situations, such as early morning and late afternoon when they are cast directly to likely cover such as stumps, submerged trees, dock piles and openings in lily pad beds.

## REBEL POP-R

These lures are designed to mimic the behavior of a frog or dying minnow as it struggles near the surface. Fish Pop-Rs with a slow jerk and stop retrieve, even allowing the lure to sit stationary for several seconds between tugs. Each time a Pop-R is pulled on sharply, it dives just below the surface and emerges with a resounding "pop" that bass can find irresistible.

## HEDDON TORPEDO

This is a classic "prop" bait, equipped with a small metal propeller at the back of the lure. This feature adds extra noise and flash to the Torpedo's retrieve. A Torpedo can be fished with short, intermittent twitches, like a Pop-R, or slowly and steadily, in which case it acts like a quieter, low velocity buzz bait.

## HEDDON ZARRA SPOOK

The Zarra Spook is designed to float with its nose slightly higher in the water than its tail. The Spook does not pop or gurgle during its retrieve but instead relies on the angler to give it action through a series of gentle, alternating side to side twitches known as "walking the dog". This subtle retrieve makes the Spook an ideal lure for calm, clear water where noisier, flashier baits would frighten cautious bass.

## RAPALA SKITTER POP

These are larger, noisier cousins of the Pop-R, equipped with a modified lip that spits and sprays water when the lure is jerked quickly or retrieved rapidly. Skitter Pops are versatile, allowing anglers to fish them slowly and deliberately with short twitches and long pauses or relatively quickly with some side to side action, in an extra noisy "walk the dog" pattern.

## ARBOGAST JITTERBUG

The Jitterbug is outfitted with a broad metal lip that supplies it with plenty of action during a steady retrieve. It tends to skitter and gurgle over the surface in a narrow, noisy zigzag that is particularly attractive to large, aggressive bass. Jitterbugs are often fished late into the evening and even after dark when wary lunkers are leaving their daytime cover to hunt in the shallows.

## SNAG PROOF MOSS MOUSE

The hollow plastic Moss Mouse is the ideal weed or "slop" bait. It



floats high in the water, and its upturned hooks are protected from snags by its body material. Fish the Moss Mouse in a deliberate, twitch and pause technique right over the thickest weed beds where big bass lurk. This is another, calm, clear water favorite, and is especially effective early in the morning on muggy summer days.

#### **CRANK BAIT**

Crank baits are designed to swim beneath the water's surface and to imitate minnows, frogs or crawfish as they dodge and weave in an effort to escape predators. These types of lures come in several styles with differing dive, noise and performance attributes that make them appropriate to specific seasonal and environmental situations. Crank baits are fished year round, with the general rule that they are retrieved slowly and erratically during cool water periods and more quickly and steadily when the water is warm.

#### **RAPALA ORIGINAL FLOATING MINNOW**

This bait is equipped with a small, steeply angled lip that cause it to dive sharply but only to very limited depths. It is highly buoyant and is often fished like a Pop-R or Skitter Pop, in short twitches at or just under the surface. It can also be reeled in steadily, which gives it a gentle, undulating motion as it swims along at roughly two feet beneath the surface. The Floating Minnow is a favorite lure in the pre and post spawn periods when bass are hunting aggressively near shallow cover.

#### **RAPALA SHALLOW SHAD RAP**

The peculiar, angled front lip of this lure causes it to swim at a constant shallow depth (around six feet), and its distinctive silhouette closely imitates that of a real shad, one of the large mouth bass' favorite prey fish. Use the Shallow Shad Rap to skim the tops of submerged weeds where schools of minnows collect and aggressive bass hunt them.

#### **RAPALA HUSKY JERK**

Similar to the Floating Minnow, but with a slightly larger lip, this bait is designed to dive to a relatively shallow depth (four feet) and is balanced to linger there. The Husky Jerk will actually almost suspend at its maximum dive depth, even if the fisherman stops reeling. This allows for a reel and pause type retrieve that can be very effective at tempting neutral or inactive bass. The Husky Jerk also comes equipped with an internal rattle that clacks and pulsates as the lure moves through the water.

#### **EXCALIBUR FAT FREE SHAD**

The long, spoon shaped lip on the front of this bait causes it to dive quickly and to get down deep. The lip's shape and the lure's flat body are designed to give it an enticing wobble as it scurries and bumps along the bottom. Fish these lures over logs, stumps and rocky cover, making as much contact as possible to trigger savage strikes.

#### **BAGLEY KILLER B**

These balsa wood lures, with their diving lips and plump, rounded bodies are classic open water baits. Often used for trolling, they can also be cast effectively along the edges of weed lines or parallel to off shore cliffs and drop-offs. Killer Bs are described as medium divers, made to dive to around eight feet where they can be retrieved steadily or erratically to catch the attention of suspending bass. They also contain a unique rattle that makes a distinctive thud as the lure is retrieved. This noise is particularly attractive to large aggressive bass.

#### **BILL LEWIS RAT'L TRAP**

These are the only crank baits that are not buoyant. Rat'l Traps sink steadily when in the water, even when not being reeled in. They are designed to swim at a constant depth that is solely dependent on when the angler begins his retrieve. As their name implies, Rat'l Traps are also equipped with metal BBs that drum and vibrate at a constant rhythm as the lure undulates through the water. Bass are keenly attuned to this sound and will often decide to strike even before the lure comes into visual range. This feature makes Rat'l Traps highly effective in stained or murky water where visibility is limited.

#### **BOMBER LONG A**

This lure combines the long body of a Floating Minnow with the broad front lip of a deep diver and the enticing vibrations of a rattle. The Long A's slender silhouette and soft rattle can often tempt bass that have refused stubby shad-like lures. Further, its ability to dive as deep as twelve feet can take it into the holes where large bass live and feed during the dog days of summer and frosty autumn afternoons.

#### **ZORRO BAIT JIGS**

These are what are known as vertical presentation lures, which are often used to catch moody, inactive bass. Jigs are weighted to sink straight to the lake bottom where they are then often retrieved in short, almost vertical hops. The speed and style of this retrieve can vary however, and jigs can be presented in any way from a slow steady



crawl to an erratic bouncing motion interrupted by frequent stops, to a barely perceptible twitch in one place. Small rattles are often added to jigs in murky water conditions, to make them more attractive. They can also be tipped with pork or soft plastic crawfish trailers to make bass hold on to them longer, to cause them to fall more slowly and to increase the size of their silhouette. Fish jigs in any type of cover, from pitching them under likely docks to punching them down into thick weed beds where big, moody bass tend to sulk when they are off their feed.

### **BERKLEY POWER BAIT SOFT PLASTICS**

Even when compared to the versatile spinner baits, soft plastics are undoubtedly some of the most effective weapons in the bass fisherman's arsenal. Their undulating action, realistic silhouettes and life-like feel can always be counted on to lure a few bass into the live well. Often times they account for some of the largest fish in the lake. There are several lure styles, each with its own distinctive action, all of which can be rigged and fished in a variety of ways.

### **WEIGHTLESS**

An unweighted soft plastic will tend to sink very slowly, twisting and turning gently toward the bottom. When the lure is retrieved it will rise quickly toward the surface. This style of fishing is particularly effective in weedy, brushy areas where the lack of weight causes the lure to ride easily over obstacles. Stop the retrieve often to let the lure twitch and quiver near likely cover to attract less active fish.

### **WACKY RIGS**

To look at a wacky rig is to understand clearly how it got its name. The worm is simply hooked through the egg sac and then a small finishing nail is inserted into its nose. Wacky worms are jigged or dapped at or near the bottom where their peculiar rigging style causes them to gyrate and twitch like no other lure. There are times when this peculiar action is deadly for sluggish bass.

### **TEXAS RIGS**

This is unquestionably the most popular rigging style for soft plastic baits. Commonly, a slip sinker is placed on the line before the worm hook is tied on. A small glass bead is usually added between sinker and hook to add a touch of color and an enticing clacking sound during the retrieve. It is then baited in such a way that the hook's tip and barb are

left buried in the body of the plastic lure. This rigging style allows the bait to be fished deep, in all types of cover without the danger of snagging weeds, rocks or brush. Texas rigs are generally fished slowly, with the angler reeling in a bit of line and then letting the lure fall back to the bottom. You must set the hook hard with a Texas rig to penetrate both the lure's body and the fish's jaw with the hook point.

### **CAROLINA RIGS**

This is a modification of the standard Texas rig. Rather than having the weight right up against the lure, a two to three foot leader is added with a simple swivel being placed at the end to keep the sinker away from the bait. The effect of this rig is to allow the more buoyant soft plastic lure to ride a considerable distance above the lake bottom during much of the retrieve. Carolina rigs are fished in the same way as Texas rigs are, but can be more effective when bass are suspending above sunken grass or rocks rather than lying right on the bottom.

### **JIG HEADS**

Sometimes soft plastic worms and grubs are threaded directly on a small jig, leaving the hook exposed. This is a comparatively simple rig that is fished right up on the edges of weed lines and brushy cover. The jig's exposed hook can increase the likelihood of a successful hook set, but does tend to snag easily.

### **TUBE BAITS**

Tubes are a special category of soft plastics that are made with a hollowed out body in which is inserted a special weighted hook. Tubes are famous for their subtle, horizontal swimming action, which tends to make them more effective when water is clear, or when bass are more sluggish such as during the pre-spawn and fall turnover periods.

### **THE LAKES**

Lake Arthur is a large fresh water impoundment in Central Western Pennsylvania. It has been consistently rated among the top bass fishing lakes in the Mid-Atlantic region by In-Fisherman magazine.

The Butler Chain is a group of natural sinkhole lakes in South Central Florida. These interconnected lakes are famous for their cool, crystal clear water and year round, world class bass fishing.



# Tips from Al Lindner

During Pre-Spawn in the open waters of the Butler lakes, look for clusters of bass hunting schools of shad on the edge of deep drop-offs. Lake Arthur bass will tend to concentrate in warmer, shallow areas where young weed beds are just beginning to thicken.

Stay with slow subtle presentations for listless Post Spawn bass. Larger Texas rigged soft plastics fished on light line down among the thick grass of newly emerging weed beds can often root them out.

During Pre-Summer, in the Butler lakes, Zarra Spooks are the preferred lure, while on Lake Arthur, middle running crank baits in patterns that imitate the alewife's blue and silver coloration are local favorites.

In general, noisier, larger lures are the baits of choice during Summer Peak, and a lot of flash can also be a plus, as long as the water coloration is not too clear.

Lure sizes should be smaller during the Summer period, and presentations slowed down. Fish a Pop-R or Moss Mouse slowly during the morning and evening hours over bass hunting grounds, or try a suspending crank bait just at grass top level.

Post Summer can be an unstable time for weather conditions, with sudden cold fronts interspersed among weeks of balmy weather. Generally, lure choices remain the same as they would be during Summer periods, though larger sizes can be more effective now.

During the Fall for inactive deep water bass, nothing beats a jig-n-craw or jig-n-pig fished slowly in short hops or crawled along the bottom.

## CREDITS

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NOTES:

NOTES:



## NOTES:

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As a condition precedent to the warranty coverage provided below and to ensure identification, the original purchaser must complete and mail to Take-Two Interactive Software, Inc., 575 Broadway, New York, NY 10012, within 30 days after the purchase, the Registration/Warranty card enclosed in this product. To the original purchaser only, Take-Two warrants the media to be free from defects in materials for 90 days. If during the first 90 days of purchase, a defect in media should occur, the software may be returned to Take-Two, who will replace the media at no charge. If at any time after the initial 90 day period the media becomes defective, the media may be returned to Take-Two for replacement at a reasonable service charge. In no case will Take-Two be held liable for direct, indirect, or incidental damages resulting from any defect or omission in the manual, or any related items and processes, including, but not limited to, any interruption of services, loss of business, anticipated profit, or any other consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

**IMPORTANT:** The above warranty does not apply if you make any unauthorized attempt to modify or duplicate the product, or if the product has been damaged by accident or abuse.

### Troubleshooting

In the unlikely event that **IN-FISHERMAN: BASS HUNTER** refuses to work, contact our Customer Services Department at 714-519-4407. If you write, don't forget to include your name, address and telephone number. For help, tips and more advice about **IN-FISHERMAN: BASS HUNTER** go to: [www.take2games.com](http://www.take2games.com).